

使用空間與光譜關係之高光譜影像無失真壓縮法

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摘要

由於高光譜影像的無失真壓縮之壓縮比仍有改善的空間，因此本論文提出高壓縮比的無失真壓縮演算法。在文獻上使用查表法(LookUp Table, LUT)預測目前頻帶之像素值，演算法具有簡單快速的優點，但因高光譜影像的像素值範圍很大，例如為212，因此在查表上需要大量的記憶體。在文獻中LAIS-QLUT(Locally Averaged Interband Scaling-QLUT)演算法中其將查表所需的索引值進行量化，能有效降低查表所需的記憶體，並提升其壓縮效果。高光譜影像各光譜之間與相同頻帶下鄰近像素具有高的相關性，因此本論文提出使用最小平方方法(Least Square Method)與多頻帶的量化查表法(QLUT in multi-bands)，降低高光譜圖像在空間和光譜間冗餘資訊，提高像素的預測值準確度，並結合算術編碼和Golomb-Rice編碼對預測差值進行編碼。當以AVIRIS的影像Cuprite、Jasper Ridge、Lunar Lake、Moffett Field 與Low Altitude進行壓縮測試，得到之平均壓縮比為3.94，其實驗結果證明本論文之方法能有效對高光譜影像進行壓縮。

關鍵詞：高光譜影像、Least Square、查表法、LAIS-QLUT、算術編碼、Golomb-Rice編碼

目錄

封面內頁 簽名頁 授權書iii 中文摘要iv ABSTRACTv 誌謝vi 目錄vii 圖目錄ix 第一章 緒論1 1.1 前言1 1.2 相關研究2 1.3 論文架構4 第二章 相關技術探討5 2.1 JPEG-LS5 2.2 查表法6 2.3 LAIS-LUT8 2.4 LAIS-QLUT9 2.5 Golomb rice11 2.6 算術編碼12 2.7 高光譜影像介紹14 第三章 所提出之無失真壓縮編碼17 3.1 系統架構17 3.2 表格初始化19 3.3 預測方法23 3.4 編碼29 3.5 解碼32 第四章 實驗結果34 第五章 結論與未來展望42 5.1 結論42 5.2 未來展望42

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